

THE OFFICIAL RULES OF TEQIS

TEQIS
WORLD IS CURVED

THE TABLE OF CONTENT

THE OFFICIAL RULES OF TEQIS

1. THE TEQ TABLE AND THE FIELD OF PLAY	6
1.1 The size specification of the Teq table	6
1.2 The material of the playing surface and the court surface can be	6
1.3 The colour of the Teq table in competition	7
1.4 The teqis court	7
1.5 The location of the Teq table	8
2. THE NET	8
2.1 The material of the net	8
2.2 Size specification of the net	8
3. PERMANENT FIXTURE	9
4. THE BALL	9
4.1 The ball	9
4.2 The colour of the ball	9
4.3 Specification of the orange low compression tennis ball	9
5. THE RACKET	10
5.1 The racket used for teqis must conform to the following requirements	10
5.2 The racket must be of contrasting colour to the colour of the ball	11
6. DEFINITIONS	11
6.1 Coaching	11
6.2 Edgeball	11
6.3 Match types	11
6.4 Rally	12
6.5 Shot types	12
6.6 Sideball	12
6.7 The “doublepoint”	12
6.8 The Let	13
6.9 The point	13
6.10 The receiver	13
6.11 The server	13
6.12 Beach teqis	13

7. THE SERVICE	13
7.1 The service motion	13
7.2 Point of contact	14
7.3 The good service	14
7.4 Number of serves per point	14
7.5 Service fault	14
7.6 Second service	15
7.7 When to serve and receive	15
7.8 The let during a service	15
8. FOOTFAULT	16
8.1 During the service motion	16
9. THE LET	17
9.1 General	17
10. ORDER OF SERVICE	17
10.1 Alternation between server and receiver	17
10.2 Service alternation	17
10.3 In doubles between opponents	17
10.4 In doubles between partners	18
11. RECEIVING THE SERVICE	18
11.1 Receiver’s position	18
11.2 The return	18
11.3 Alternate receivers in doubles	18
11.4 Receiver’s partner	19
12. RETURNING THE BALL	19
12.1 Singles	19
12.2 Doubles	19
12.3 Between touches	19
12.4 Crossing the extended net line	19
12.5 Net bounce	20
13. PLAYER/TEAM LOSES THE POINT	21
13.1 A player/team loses a point if	21
13.2 In doubles, a team loses the point if	24
14. BALL IN PLAY	24
15. BALL TOUCHES THE LINE	24
16. BALL TOUCHES A PERMANENT FIXTURE	24
16.1 After bounced on the ground	24

16.2	Before bounced on the table	25
16.3	After bounced on the table, but before bounced on the ground:	25
17.	THE GAME	25
17.1	Points in a game	25
17.2	Final game server/receiver	25
17.3	Final game – alternation of the service	25
18.	THE SET	26
18.1	Games in a set	26
18.2	Change of ends	26
19.	THE MATCH	26
19.1	Number of sets	26
19.2	Time-out	26
19.3	Pause	27
20.	ORDER OF SERVICE, RETURN, AND CHOOSE OF ENDS	27
20.1	Coin toss	27
20.2	Between partners	28
21.	CHANGE OF ENDS	28
21.1	After games	28
21.2	Deciding game	28
22.	ERRORS OF SERVICE, RETURN AND SIDE OF PLAY SYSTEM	28
22.1	Main principle	28
22.2	Error noticed	29
22.3	Errors shall be corrected as follows	29
23.	HINDRANCE	30
23.1	Deliberate	30
23.2	Unintentional	30
24.	ROLE OF REFEREES	31
24.1	Chief Referee	31
24.2	Main Referee	31
24.3	Assistant Referee	32
24.4	Ball mark inspection procedures	32
25.	CONTINUOUS PLAY	34
25.1	Main principle	34
25.2	Time between points	34
25.3	Time between points during the deciding game	34

25.4	Time between games	34
25.5	Time between sets	35
25.6	Equipment out of adjustment	35
25.7	Medical time-out	35
25.8	Warm-up time	35
26.	COACHING	36
26.1	On-court coaching	36
27.	PLAYER ANALYSIS TECHNOLOGY	37
28.	BEACH TEQIS	37
28.1	Beach teqis court	37
28.2	Special ruling	37
APPENDICES		38
	Appendix A: Dimensions of the Teqis Court	38
	Appendix B: Advertising	39
	Appendix C: Distances outside of the lines	39
	Appendix D: Final game – alternation of the serve	40

THE OFFICIAL RULES OF TEQIS

1. THE TEQ TABLE AND THE FIELD OF PLAY

1.1 THE SIZE SPECIFICATION OF THE TEQ TABLE

1.1.1 Length: 3,000 mm

1.1.2 Width: 1,500 mm

1.1.3 Height: 760 mm

1.1.4 The curvature of the playing surface of the Teq table is determined by the distance of the highest and lowest points of the surface and by the horizontal distance from the lowest (farthest) point of the Teq table to the height of the net.

1.1.5 The highest point of the playing surface – as measured from the ground – is 760 mm, while the lowest point is 565 mm. The horizontal distance between the lowest part of the Teq table and the net is 1,490 mm.

1.2 THE MATERIAL OF THE PLAYING SURFACE AND THE COURT SURFACE CAN BE

1.2.1 Wood

1.2.2 Metal

1.2.3 Composite

1.2.4 Polymer

1.2.5 Court surfaces: clay, hard court, carpet, wood, grass, sand

1.3 THE COLOUR OF THE TEQ TABLE IN COMPETITION

1.3.1 Must be chosen to be different from the colour of the court surface and the ball.

1.4 THE TEQIS COURT

1.4.1 The court shall be rectangle with the following parameters:

a. Length: 12.80 m

b. Width: 8.23 m

Diagram: see Appendix A.

1.4.2 The baseline is the line at the end of the court, parallel to the net, and the width of the baseline may be not more than 10 cm.

1.4.3 The sideline is the line at the side of the court, perpendicular to the net, and the width of the sideline shall be between 2.5 and 5 cm.

1.4.4 Shall be a centre mark at both baselines which divides the baseline in half.

a. The length of the centre mark shall be 10 cm, measured from the inner side of the baseline.

b. The width of the centre mark shall be 5 cm.

c. The centre mark shall be placed inside the court, perpendicular to the net.

1.4.5 All the lines are considered as part of the court, therefore all the court measurements shall be made from and to the outside of the lines.

1.4.6 The colour of the lines of the court shall be the same, however, completely distinct from the colour of the surface.

1.4.7 The accepted advertising shall be found in Appendix B. However, as a main principle no advertising is allowed on the Teq table, net, or court.

NOTE:

The suggestion for minimum distance between the court and the backstops and sidestops is written in Appendix C.

1.5 THE LOCATION OF THE TEQ TABLE

1.5.1 The table shall be placed in the centre of the court with the net running perpendicular to the length of the court at 6.40 m from each end.

2. THE NET

The net must be permanently attached to the Teq table.

2.1 THE MATERIAL OF THE NET

- 2.1.1 Plexi (PMMA)
- 2.1.2 Translucent polycarbonate (PC)
- 2.1.3 Metal frame
- 2.1.4 Other polymer.

2.2 SIZE SPECIFICATION OF THE NET

- 2.2.1 Width: 1,700 mm
- 2.2.2 Thickness: 20 mm
- 2.2.3 Height: 140 mm (measured from the surface of the table).

3. PERMANENT FIXTURE

All the fixtures above and around the court include the Main Referee, the Assistant Referee, and ball persons (at their designated spots), the spectators and their seats, the backstops and sidestops are considered as permanent fixtures.

4. THE BALL**4.1 THE BALL**

4.1.1 Orange low compression (50%) tennis ball must be used. It is approximately halftimes slower than a standard tennis ball, with a lower compression and lower bounce making.

4.2 THE COLOUR OF THE BALL

4.2.1 The colour of the ball cannot be fully identical than the base colours of the table, court surface, permanent fixture, or other equipment.

4.3 SPECIFICATION OF THE ORANGE LOW COMPRESSION TENNIS BALL

- 4.3.1 Mass (weight): 36 – 46.9 gram
- 4.3.2 Size: 6 – 6.86 cm
- 4.3.3 Rebound: 105 – 120 cm
- 4.3.4 Forward deformation*: 1.40 – 1.65 cm
- 4.3.5 Colours**: Orange and yellow or yellow with an orange dot

Case 1: After the point has been finished, the ball which was used for that point found out to be broken. What is the correct decision?

Decision: If the ball has lost all compression, so it is broken, then the last point shall be replayed.

NOTE:

*A single reading shall be used for each of three perpendicular axes and the average of these shall provide the deformation. Individual forward deformation readings shall not have any limit on the difference. For return deformation, there is no specification.

**The size and the place of the coloured dots shall be reasonable.

5. THE RACKET

5.1 THE RACKET USED FOR TEQIS MUST CONFORM TO THE FOLLOWING REQUIREMENTS

5.1.1 The flat part of the racket head surrounded by the inner edge rim or holes bigger than 13 mm in diameter, which is smaller, is called the hitting surface and shall not be longer than 300 mm and wider than 260 mm.

5.1.2 The racket shall not be longer than 500 mm from the end of the handle to the top of the racket head.

5.1.3 The thickness of the racket shall not be greater than 38 mm and shall be constant.

5.1.4 The holes which are bigger than 13 mm in diameter shall not extend over 40 mm from the edge of the racket, except for the holes of the throat.

5.1.5 Any device that may provide communication, advice or instruction of any kind, audible or visible, to a player during a match can be used by the coach or by the player during the

change of ends and the data must be provided to the organisers for further use during and after the match.

5.2 THE RACKET MUST BE OF CONTRASTING COLOUR TO THE COLOUR OF THE BALL.

Case 1: How many rackets is a player allowed to use at the same time during play?

Decision: One, a player is not allowed to use more than one (1) racket at any time during play.

Case 2: Is it allowed to have strings on the hitting surface of the racket?

Decision: No.

6. DEFINITIONS

6.1 COACHING

6.1.1 Any kind and by any means of communication, advice or instruction to a player is considered to be coaching.

6.2 EDGEBALL

6.2.1 When the ball bounces on the edge of the table and/or changes direction in a clearly observable manner.

6.3 MATCH TYPES

6.3.1 Singles match: two (2) players play against each other as individuals

6.3.2 Doubles match: four (4) players play against each other in pairs

6.3.3 Team competition: series of matches, which combine to give a result of a tie between teams.

6.4 RALLY

6.4.1 The period in which the ball is in play. The ball is in play from the moment the server hits the ball until either the point is decided (awarded) or a let is called.

6.5 SHOT TYPES

6.5.1 Volley: the player hits the ball before it bounces.

6.5.2 Boardshot: the player hits the ball after it bounces on the Teq table and before it bounces on the ground.

6.5.3 Groundstroke: the player hits the ball after it bounces both on the table and the ground.

6.5.4 Service: the first shot of a rally.

6.6 SIDEBALL

6.6.1 When the ball touches the side (and not the edge) of the table.

6.7 THE "DOUBLEPOINT"

6.7.1 An opportunity to win two points from a single rally.

6.7.2 The doublepoint can be called by the server or the receiver at any time in the set provided that the player/team calling the doublepoint has no more than 5 points in that game.

6.7.3 Each player/team is permitted to call only one doublepoint per set.

6.7.4 It is permitted for both players/teams to request the doublepoint on the same rally.

6.7.5 If a let is called on a doublepoint, the doublepoint will remain for the repeated point and cannot be rescinded.

6.8 THE LET

6.8.1 A rally where no point is awarded, and the point is repeated.

6.9 THE POINT

6.9.1 A rally, which results in a point being awarded.

6.10 THE RECEIVER

6.10.1 He/she is the player who receives the service.

6.11 THE SERVER

6.11.1 He/she is the player who starts the point.

6.12 BEACH TEQIS

6.12.1 The teqis field of play is sand.

7. THE SERVICE

7.1 THE SERVICE MOTION

7.1.1 The service procedure begins with the ball in the stationary hand of the server.

7.1.2 After that the server shall release the ball, which must be thrown a minimum of 10 cm in any direction and hit it before it touches the ground.

7.1.3 As soon as the player's racket touches or misses the ball, the service motion is completed.

7.1.4 The ball may be released by the racket in case the player is able to use only one arm.

7.2 POINT OF CONTACT

7.2.1 The serve may be hit over head or underarm as a forehand or backhand.

7.3 THE GOOD SERVICE

7.3.1 The ball must bounce once, and only once, anywhere on the opponent's side of the table.

7.3.2 If the ball bounces twice on the table, it is an unreturned service (ace). Point to the server.

7.3.3 If the ball subsequently bounces on the ground it must land within the playing court area.

7.4 NUMBER OF SERVES PER POINT

7.4.1 The server has two chances to serve per point. If the player serves a double fault, the point is awarded to the opposition.

7.5 SERVICE FAULT

7.5.1 The service is a fault if:

- the server breaks Rule 7.1, 7.3 or 8; or
- the player fails to hit the ball; or
- the ball, right after the serve, touches the net; or
- the ball, right after the serve, hits a permanent fixture before it bounces on the table; or
- the ball, right after the serve, hits the server or his/her partner, or anything they are wearing or carrying; or
- the ball, right after the serve, touches the body/clothes/racket of a receiving player or his/her partner outside the imaginary

vertical extension of the table without touching the receivers' side of the table but before touching the receiver's side of the court.

7.6 SECOND SERVICE

7.6.1 If the server hits a fault for the first service, the server shall hit a second service in a timely manner from behind the same half of the court from where he/she served the first service, except if the first serve was served from the wrong half.

7.7 WHEN TO SERVE AND RECEIVE

7.7.1 The server must be sure that the receiver is ready.
a. However, the receiver shall respect the pace of the server and shall be ready to play in a timely manner of the server being ready.

7.7.2 A receiver shall be considered as being ready when he/she attempts to return the service.
a. In case the receiver is clearly not ready then the service cannot be called a fault.

7.8 THE LET DURING A SERVICE

7.8.1 If the receiver is not ready when the ball is served, then the service is a let.

7.8.2 If a service let has been called, that service does not count and shall be served again.
a. However, the let call does not cancel a previous fault.

Case 1: The ball is served, after it bounced on the table, hits directly the receiving player's or his/her partner's racket when he/she is standing away from the table. What is the correct decision?

Decision: The server wins the point, except if it is a good return/pass. (Rule 7.5.1/f)

Case 2: The ball is served and hits the receiving player's body while he is standing away from the table without the ball touching the table. What is the correct decision?

Decision: It is a service fault. (Rule 7.5.1/f)

Case 3: The ball is served and hits one of the receiving player's body directly above the table before it has touched the table. What is the correct decision?

Decision: The server wins the point.

Case 4: After the server released the ball in any direction, he/she decides not to hit it and catches it (with his/her hand or racket) or lets it bounce. Is it a fault?

Decision: No.

8. FOOTFAULT

8.1 DURING THE SERVICE MOTION

8.1.1 The server shall not:

- a. run or walk, however, he/she is allowed to move the feet a little bit; or
- b. step onto the court or on the baseline; or
- c. step outside of the imaginary extension of the sidelines; or
- d. step on the imaginary extension of the centre mark.

8.1.2 The server must keep at least one foot on the ground at all times during the service motion.

Case 1: In a doubles match, the server is standing behind the baseline on the imaginary extension of the centre mark. Is this a footfault?

Decision: Yes.

Case 2: Is the server allowed to have both feet off the ground?

Decision: No.

9. THE LET

9.1 GENERAL

9.1.1 Every time the referee calls a let the entire point shall be replayed, except that particular let has been called on a second serve.

Case 1: A let has been called by the referee during play right after another ball came on court. The server served a fault earlier during this point. Will the server hit a first or second serve?

Decision: First service.

10. ORDER OF SERVICE

10.1 ALTERNATION BETWEEN SERVER AND RECEIVER

10.1.1 The player/team that was a receiver for the last point of a game shall become the server at the start of the following game.

10.1.2 The player/team that was a server for the last point of a game shall become the receiver at the start of the following game.

10.2 SERVICE ALTERNATION

10.2.1 Each player/team serves two points before the serve passes to the opponent(s).

10.2.2 The first point must be served from the righthand side and the second from the left-hand side of the court.

10.3 IN DOUBLES BETWEEN OPPONENTS

10.3.1 In doubles, each team serves two points before becoming the receivers.

10.4 IN DOUBLES BETWEEN PARTNERS

10.4.1 The players in a team shall alternate such that one player will serve two points and his/her partner shall serve the subsequent two points for their team.

10.4.2 Before each team serves for the first time in the first game of the match, they shall decide which team member will serve first.

10.4.3 The order of serves shall be maintained for the remainder of the set.

11. RECEIVING THE SERVICE

11.1 RECEIVER'S POSITION

11.1.1 The receiving player can stand anywhere on his/her side of the net.

Case 1: The receiver must stand inside the lines when returning the serve. Is this correct?

Decision: No, the receiver is allowed to stand anywhere on his/her end of the court.

11.2 THE RETURN

11.2.1 The serve must be allowed to bounce on the table before the receiver touches the ball.

11.3 ALTERNATE RECEIVERS IN DOUBLES

11.3.1 In doubles, the players in the receiving team must alternate receivers between points.

11.3.2 Before the first service return, the receiving team shall choose the order in which they receive the serve.

11.3.3 This order must be maintained for the remainder of the set.

11.4 RECEIVER'S PARTNER

11.4.1 In doubles, if the partner of the receiving player touches the ball after it has touched their side of the table, it shall be considered a fault by the receiving team.

12. RETURNING THE BALL

12.1 SINGLES

12.1.1 The players shall return the ball within one or two touches of the ball.

12.2 DOUBLES

12.2.1 The players in a team shall return the ball within two or three touches of the ball and neither player shall be permitted to take consecutive touches unless the ball is rebounding from the net (see Rule 12.5).

12.3 BETWEEN TOUCHES

12.3.1 Under no circumstances is the ball permitted to touch the ground or table between touches.

12.4 CROSSING THE EXTENDED NET LINE:

12.4.1 Own side

a. When returning the ball to the opponent's side of the table, the player can step on or over the imaginary extension of the net, but the point of contact shall be on the player's own side of the net.

b. The mentioned rules do not apply when playing a pass.

12.4.2 The ball bounced or blown back

a. The player has hit a good return, after that particular ball has bounced on the opponent's side of the table it has bounced or blown back over the net. The player is allowed to get the ball over the net and play it to the correct side of the table or pass it to himself/herself or his/her partner, except if the player breaks Rule 13.1.11.

12.4.3 The racket passes over the net

a. If the player hits the ball on his/her own side of the net but after this his/her racket is passing over the net, it is a legal shot.

12.4.4 The ball hits another ball

a. The ball in play hits another ball on the ground. The ball lying on the ground is part of the ground.

12.5 NET BOUNCE

12.5.1 If the ball hits the net and bounces back, the returning player/team is permitted to play the ball directly to the opponent's side of the table provided that the ball does not bounce or hit any other object.

a. Only if the player/team did not use the maximum number of touches for that particular return yet.

12.5.2 In doubles, the hitting order does not need to be maintained when returning the rebounded ball from the net.

Case 1: A player returns a ball which hits the net and then bounces on the correct side of the table. Is this a good return?

Decision: Yes.

Case 2: During the rally, the ball, which is in play, hits another ball, which is on the ground from the beginning of the point. Is it a let?

Decision: Play continues, but if it is hard to determine the original ball then a let should be called.

13. PLAYER/TEAM LOSES THE POINT

13.1 A PLAYER/TEAM LOSES A POINT IF:

13.1.1 the server makes two consecutive service faults (double fault); or

13.1.2 the ball touches any part of the body/clothes/racket while directly above the table; or

13.1.3 the ball does not touch the opponent's side of the table; or

13.1.4 the player/team returns the ball in play and after it bounces on the table it lands outside of the correct court; or

13.1.5 the player/team returns the ball in play so that, before it bounces on the table, it hits a permanent fixture; or

13.1.6 the player catches or carries the ball, which is in play, on purpose; or

13.1.7 the ball touches the opponent's body, clothes, or racket, directly following the return shot and the point of contact is not above the imaginary vertical extension of the table; or

13.1.8 the ball touches the player's clothes or equipment after it has bounced on his/her side of the table or between passes; or

13.1.9 the player/team fails to return the ball to the opponent's side of the table within the maximum number of permitted touches; or

13.1.10 the player/team does not play the ball back in play before it bounces twice consecutively on the ground, after it bounced once on the table; or

13.1.11 any part of the players' racket, clothes or equipment touches the table or the net; or

13.1.12 the player hits the ball before it has crossed the net from the opponent's side; or

13.1.13 the point of contact with the ball during the shot, which returns the ball to the opponent, is on the opponent's side of the net; or

13.1.14 if the ball does not pass over the imaginary extension level of the top of net.

Case 1: The ball in play touches a player's arm above the table. Does he lose the point?

Decision: Yes (Rule 13.1.2).

Case 2: The ball has not hit his side of the table and hits the player's arm when he is standing away from the table. Does he lose the point?

Decision: No (Rule 13.1.7).

Case 3: After hitting his side of the table, the ball hits the player's arm when he is standing away from the table. Does he lose the point?

Decision: Yes (Rule 13.1.8).

Case 4: The player hits the ball from the side of the table, and it returns below the height of the net and onto the opposition's side of the table. Does he lose the point?

Decision: Yes, in all cases the ball must pass over the height of the net (Rule 13.1.14).

Case 5: The racket falls out of the server's hand right after he/she hit the first serve and the racket hits the table before the ball lands on the opponent's side of the table. What is the correct decision?

Decision: The racket hits the table while the ball was in play, so the server loses the point (Rule 13.1.11).

Case 6: The racket falls out of the server's hand right after he/she hits the first serve and the racket hits the table after the ball has missed the table and bounced on the court. What is the correct decision?

Decision: The racket hit the table when the ball was no longer in play, so this is a service fault.

Case 7: In a doubles match, the receiver's partner touches the table after the ball that has been served misses the table but before it touches the ground. What is the correct decision?

Decision: As soon as the ball missed the table, it was not in play anymore, so it is a service fault.

Case 8: Does the player lose the point if he/she crosses the imaginary extension of the net before or after hitting the ball?

Decision: In either case, the player/team does not lose the point. However, the player shall not hinder the opponent(s).

Case 9: Is a player allowed to touch the opponent's court while the ball is in play?

Decision: Yes, but the player can not hinder the opponent(s).

Case 10: A player throws the racket at the ball in play. The ball land on the table on the opponent's side of the net then on the correct court and the opponent(s) is unable to reach the ball. Which player wins the point?

Decision: The player who threw the racket at the ball loses the point.

Case 11: A ball that has just been served hits the receiver's racket or in doubles the receiver's partner's racket without touching the table but outside the imaginary extension of the table. Which player wins the point?

Decision: The receiver wins the point because the ball missed the table and the point of contact between the ball and the racket was outside of the imaginary extension of the table.

Case 12: A player standing far away from the table catches the ball which missed the table but before it bounced on the ground.

Decision: The player wins the point.

13.2 IN DOUBLES, A TEAM LOSES THE POINT IF:

13.2.1 either player fails to touch the ball before it is returned to the opponent's side; or

13.2.2 either player takes two consecutive touches of the ball (unless the second touch is following a rebound from the net); or

13.2.3 if a player is considered to have deliberately hindered the opposition in returning the ball.

14. BALL IN PLAY

As soon as the server hits the ball, the ball is in play and it remains in play until the referee calls a let or fault, or the point is decided.

15. BALL TOUCHES THE LINE

If a ball bounces (partly) on the line, it is considered as bouncing on the court bounded by the line.

16. BALL TOUCHES A PERMANENT FIXTURE

16.1 AFTER BOUNCED ON THE GROUND:

16.1.1 After the ball in play bounces on the correct side of the table and on the correct court, it hits a permanent fixture. In this case the player who hits the ball wins the point.

16.2 BEFORE BOUNCED ON THE TABLE:

16.2.1 Before the ball in play bounces on the table, it hits a permanent fixture. In this case the player who hits the ball loses the point.

16.3 AFTER BOUNCED ON THE TABLE, BUT BEFORE BOUNCED ON THE GROUND:

16.3.1 After the ball in play bounces on the correct side of the table but before it bounces on the correct court, it hits a permanent fixture. In this case the player who hit the ball loses the point.

17. THE GAME

17.1 POINTS IN A GAME

17.1.1 The first player or team to win 8 points wins the game.

17.1.2 At 7-7 a deciding point shall be played, except in the final game of a set, when a player/team must win by two clear points.

17.2 FINAL GAME SERVER/RECEIVER

17.2.1 In the final game of a set, if the score reaches 8-8, each player/team shall serve only one point before becoming the receiver.

17.3 FINAL GAME – ALTERNATION OF THE SERVICE

17.3.1 From 8-8 the alteration of service must be one by one between sides and players/teams. The correct rotation of the servers can be found in Appendix D.

18. THE SET

18.1 GAMES IN A SET

18.1.1 The set is played to the best of three games (first to win two games).

18.2 CHANGE OF ENDS

18.2.1 Players shall change ends after each game.

19. THE MATCH

19.1 NUMBER OF SETS

19.1.1 A match can be played as a single set or the best of three sets (first to win two sets).

19.2 TIME-OUT

19.2.1 Each player/team is permitted to request one time-out at any moment in the match.

19.2.2 The time-out can be requested by any player or by their registered coach.

19.2.3 The timeout shall last up to a maximum of one (1) minute or until the player/team that called the timeout is ready to play, whichever is less.

19.2.4 The player/team who requested the time-out may use it for:

- a. on-court coaching; or
- b. toilet break; or
- c. change of attire break; or
- d. medical treatment; or
- e. any other reason that is not against the rules.

19.2.5 When one team requested a time-out, the other team is not permitted to leave the court but allowed to use the time-out for any other reason on court.

- a. Except medical treatment if the player/team who requested the time-out requested a medical treatment too.

19.2.6 Players/teams are not allowed to use the Teq table during a time-out.

19.2.7 Both teams can request the time-out at the same time.

- a. If both players/teams request a medical treatment during the time-out and there is only one tournament doctor / physiotherapist then the Chief Referee may extend the time-out and allow individual medical treatment for both players/teams.

19.3 PAUSE

19.3.1 In case of circumstances, the Chief Referee or the Main Referee has the right to decide to pause the match.

20. ORDER OF SERVICE, RETURN, AND CHOOSE OF ENDS

20.1 COIN TOSS

20.1.1 The rights to choose any end or to be the server or receiver shall be determined by a coin toss before the warm-up starts. The player/team who wins the coin toss can choose between the following options:

- a. to be the server or the receiver for the first two points of the match. In this case the opposing player/team shall choose the end of the court for the first game of the match; or
- b. the end of the court for the for the first game of the match. In this case the opposing player/team shall choose to be the serve or the receiver for the first two points of the match; or
- c. defer the choice. In this case the opposing player/team shall make a choice according to the previous two points.

Case 1: If the match is suspended before the first point and the players leave the court can they change their choices when they continue?

Decision: Yes, both players/teams can make a new choice, however, the result of the original coin toss stands.

20.2 BETWEEN PARTNERS

20.2.1 In doubles, each team shall decide which of their players shall serve/receive first.

Case 1: Is a team member allowed to play alone against the opponents in doubles?

Decision: No.

21. CHANGE OF ENDS

21.1 AFTER GAMES

21.1.1 Players change ends after every game.

21.2 DECIDING GAME

21.2.1 In the deciding game of a set, the players must change sides after they played 6 points, 12 points, 18 points and so on.

22. ERRORS OF SERVICE, RETURN AND SIDE OF PLAY SYSTEM

22.1 MAIN PRINCIPLE

22.1.1 Points scored before the error has been noticed shall stand.

22.2 ERROR NOTICED

22.2.1 If the players or the referee(s) made a mistake and they discover it

- a. between points
the Main Referee must correct the process, then continue the game in the way of the regulations.
- b. during a point
the rally shall be stopped immediately by the referee(s), and a let shall be played.

22.2.2 The match should be continued from the point when the failure has been recognised.

22.3 ERRORS SHALL BE CORRECTED AS FOLLOWS:

22.3.1 Player serves from the wrong half of the court.

- a. When the error has been found out, the Main Referee shall correct it as soon as possible and the following serve shall be served from the proper half of the court according to the score.
- b. If there was a service fault before the error has been found out, that particular fault shall stand.

22.3.2 Player serves from the wrong end of the court.

- a. When the error has been found out, the Main Referee shall correct it as soon as possible and the following serve shall be served from the proper end of the court according to the score.
- b. If there was a service fault before the error has been found out, that particular fault shall not stand.

22.3.3 Player serves out of turn.

a. Standard game:

When the error has been found out, the Main Referee shall correct it as soon as possible. If the wrong player already served two (2) points before the error has been found out the order of service shall remain as altered.

If there was a service fault before the error has been found out, that particular fault shall not stand.

In doubles, if wrong team member serves out of turn and there was a service fault before the error has been found out, that particular fault shall stand.

b. Deciding game after 8-8:

When the error has been found out, the Main Referee shall correct it as soon as possible. If the point already finished after the wrong player served the order of service shall remain as altered.

If there was a service fault before the error has been found out, that particular fault shall not stand.

In doubles, if wrong team member serves out of turn and there was a service fault before the error has been found out, that particular fault shall stand.

22.3.4 Player receives out of turn in doubles.

a. This shall remain as altered for those two points of the game when the error was discovered. For the next two points when they are the receivers in that game, the partners shall then resume the original order of receiving.

23. HINDRANCE

23.1 DELIBERATE:

23.1.1 If a player hinders the opponent(s) on purpose in playing the point, the player shall lose the point.

23.2 UNINTENTIONAL:

23.2.1 If a player is hindered by an unintentional act of something outside of his/her control, including any act of the opponent(s) but excluding a permanent fixture, then the point shall be replayed.

23.2.2 If an object enters the court area during a point, the point shall be replayed.

a. If that object originated from one of the players then for the first time the point shall be replayed, however, in any subsequent situation the player shall lose the point.

Case 1: Is an unintentional double hit a hindrance?

Decision: No. See also Rule 13.1.6.

Case 2: A player thought that the opponent(s) was hindered therefore he/she stopped the play. Shall they replay the point?

Decision: No, the player loses the point.

Case 3: A bird flying over the court got hit by the ball. Is this a hindrance?

Decision: Yes, the point shall be replayed.

Case 4: The player is hindered during the point by an object that was lying on his/her side when the point started. Shall the point be replayed?

Decision: No.

Case 5: In doubles, where can the receiver's and the server's partner stand?

Decision: The receiver's and the server's partner can stand anywhere on their own side of the imaginary extension of the net inside or outside of the court. Although, if a player hinders another player then the hindrance rule should be used.

24. ROLE OF REFEREES

24.1 CHIEF REFEREE

24.1.1 The chief referee is the final authority on all questions of teqis law and the chief referee's decision is not appealable.

24.2 MAIN REFEREE

24.2.1 When a main referee is assigned for a match, his/her decision is not appealable about any question of fact during the match.

24.2.2 In case neither the main referee nor the assistant referee can make a call on a question of fact, the point shall be replayed.

24.3 ASSISTANT REFEREE

24.3.1 When an assistant referee is assigned for a match, he/she helps the main referee to decide the not clear questions of fact during the match.

24.4 BALL MARK INSPECTION PROCEDURES

24.4.1 Ball mark inspection can only be made on clay court.

24.4.2 A ball mark inspection can only be requested by a player in case of the player stops play during a point (return or pass is permitted but the request must be made immediately after the shot) or after a point-ending shot.

24.4.3 A ball mark inspection request shall be allowed only if the main referee or the assistant referee cannot be sure about the accuracy of the call from their designated spot.

24.4.4 As soon as the main referee has accepted the ball mark inspection request, he/she should go close to the mark and check it himself/herself.

a. If the main referee does not know where the ball mark is, he/she can ask the assistant referee to help to locate the right ball mark.

24.4.5 In case the mark is unreadable, or the main or assistant referee cannot locate the right ball mark then the original call or overrule shall stand.

24.4.6 When the referee(s) has located the ball mark then the main referee inspects it and makes the final decision.

24.4.7 On clay court, if the main referee is absolutely sure about the call then he/she can call the score. However, if in doubt, he/she needs to make sure that a ball mark inspection is necessary or not.

24.4.8 In case a player is appealing, the main referee must first check that the correct appeal procedure was followed.

a. Which means that play must be stopped, or the main referee must stop play. If the correct appeal procedure was not followed or the appeal was late then the main referee may consider the appeal as a deliberate hindrance.

24.4.9 The player concedes the call when he/she erases the ball mark on purpose before the main referee could make a final decision.

24.4.10 A player may not cross the imaginary extension of the net to check a ball mark without being subject to the Unsportsmanlike provision of the Code of Conduct.

NOTE:

If the players are not agreeing with the main referees' explanation of teqis law then they are allowed to call the chief referee to the court. For other duties and responsibilities please check the Duties and Responsibilities for Teqis Referees.

Case 1: The assistant referee calls a ball out, a player requests a ball mark inspection but do not accept the main referee's decision. Can the chief referee be called onto the court to make a decision?

Decision: No. The main referee's decision is not appealable on a question of fact (Rule 24.2.1).

Case 2: If the main referee corrects an out call to good, shall they replay the point?

Decision: The main referee must decide if the original out call hindered any player or not. If it was a hindrance, then they shall replay the point. If it was not a hindrance, then the player who hit the ball wins the point.

Case 3: The player correctly reaches and plays the ball which bounced back over the net. However, the opponent(s) hinders him/her from doing this. What is the correct decision?

Decision: By the main referee's decision: if the hindrance considered as a deliberate hindrance then the point shall be awarded to the hindered player/team, if the hindrance considered as an unintentional hindrance then the point shall be replayed.

25. CONTINUOUS PLAY

25.1 MAIN PRINCIPLE

25.1.1 From the start of the match (as soon as the first serve is in play) until the end of the match, play should be continuous.

25.2 TIME BETWEEN POINTS

25.2.1 The players must give the ball to the main or assistant referee between points (not between serves).

25.2.2 The server has 5 seconds to serve after he/she received the ball from the main or assistant referee.

25.3 TIME BETWEEN POINTS DURING THE DECIDING GAME

25.3.1 Players shall change ends without any delay.

25.4 TIME BETWEEN GAMES

25.4.1 There should be a maximum of sixty (60) seconds break between games when players are changing ends.

25.4.2 The maximum time starts from the moment that the game finishes.

25.4.3 All the players shall be ready at the end of the maximum time (the server shall receive the ball from the main or assistant referee latest at the end of the break).

25.5 TIME BETWEEN SETS

25.5.1 There should be a maximum of ninety (90) seconds break between sets when players are changing ends.

25.5.2 The maximum time starts from the moment that the game finishes.

25.5.3 All the players shall be ready at the end of the maximum time (the server shall receive the ball from the main or assistant referee latest at the end of the break).

25.6 EQUIPMENT OUT OF ADJUSTMENT

25.6.1 A player may be provided with a reasonable extra time in case clothing, footwear or any other necessary equipment is broken or needs to be replaced, if the reason for the equipment out of adjustment is out of the player's control.

25.7 MEDICAL TIME-OUT

25.7.1 Players are not allowed to receive any extra time to recover condition.

25.7.2 In case the player is suffering from a treatable medical condition, then a medical time-out of three (3) minutes can be provided to treat that particular medical condition.

25.8 WARM-UP TIME

25.8.1 There shall be a maximum of three (3) minutes warm-up before the start of the match, except if the event organisers decided otherwise.

25.8.2 After the warm-up, players have a maximum of one (1) minute to get ready for the first serve of the match.

- a. The server shall receive the ball from the main referee by the end of the one (1) minute.

26. COACHING

26.1 ON-COURT COACHING

26.1.1 Provided the rules and procedures are followed, a player/team may receive on-court coaching during the match by their registered coach.

- a. Coaching is allowed only when the players are changing ends or requested a time-out.
- b. Coaches must leave their designated spots and go on court.

Case 1: Is it legal coaching if the coach is giving discreet signals during play from outside of the court?

Decision: No.

Case 2: When a match is suspended the player is allowed to receive coaching. Is this true?

Decision: Yes.

Case 3: Is a player allowed to receive on-court coaching during a match?

Decision: Yes, on-court coaching is allowed. Registered coaches can coach their players under procedures.

27. PLAYER ANALYSIS TECHNOLOGY

Any kind of equipment which is able to record, store, transmit or analyse data or can provide any kind of communication to a player by any means with respect to player performance information can be used during a teqis match. Players and coaches are allowed to use any of the mentioned equipment and the stored information during a teqis match in accordance with the rules of coaching.

28. BEACH TEQIS

28.1 BEACH TEQIS COURT

28.1.1 The dimension of the beach teqis court should be the same as a teqis court. The correct measurement can be found in Appendix A.

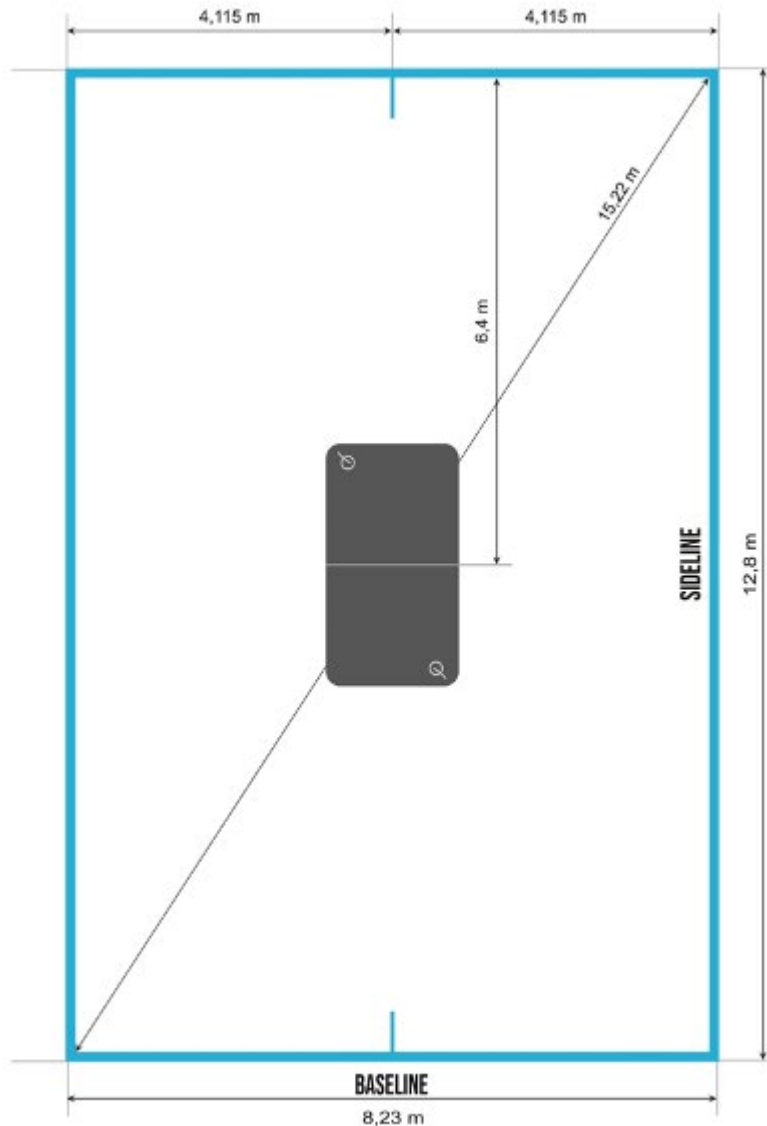
28.2 SPECIAL RULING

28.2.1 When playing on sand, the rules of the game shall remain unchanged, with the following exceptions:

- a. Groundstrokes are not permitted
- b. If a player's hand or arm touches the edge of the table to avoid injury, it is not a fault and the point shall continue.

APPENDICES

APPENDIX A: DIMENSIONS OF THE TEQIS COURT



APPENDIX B: ADVERTISING

1. Adverts, marks, or any other materials are prohibited on the court surface bounded by the lines.
2. Adverts, marks, or any other materials are prohibited on the net, except the built-in "Teq" or "Teqis" logo.
3. Adverts, marks, or any other materials are prohibited on the table, except the pre-painted "Q" logo.
4. Adverts, marks, or any other materials placed on the backstops or sidestops shall be permitted unless it disturbs the vision of the players or changes the playing conditions.
5. Adverts, marks, or any other materials placed on the court surface outside the lines shall be permitted unless it disturbs the vision of the players or changes the playing conditions.

APPENDIX C: DISTANCES OUTSIDE OF THE LINES

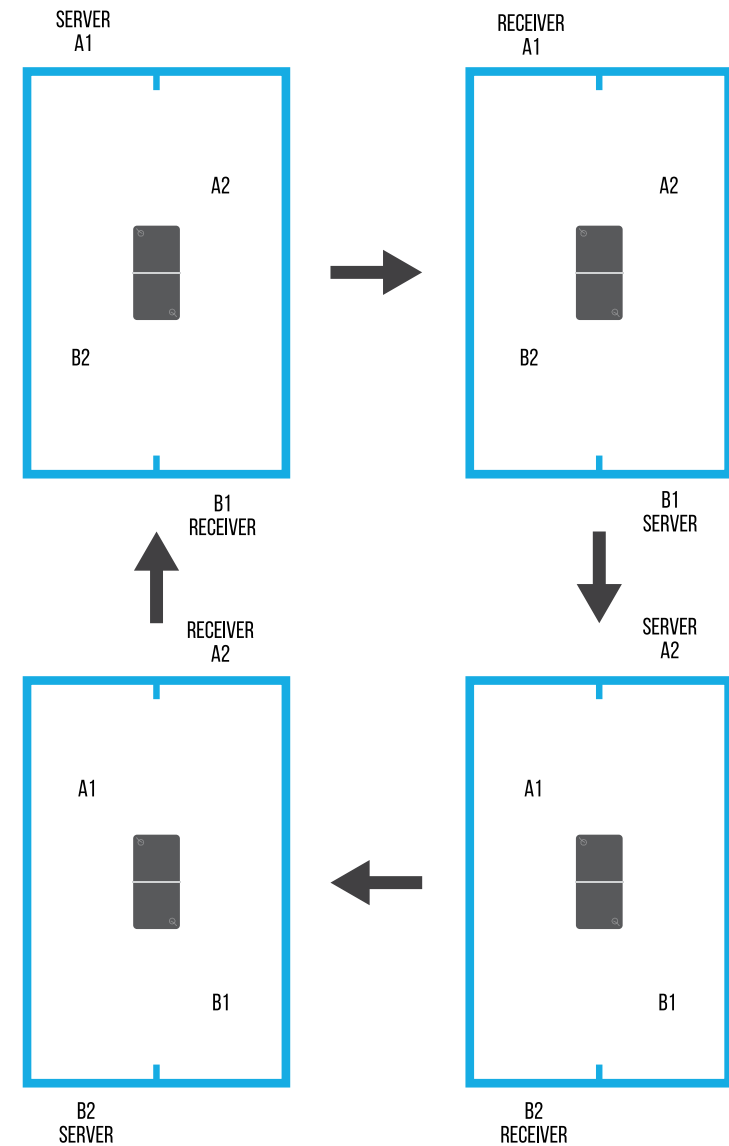
For international competitions, the minimum distance between the baselines and the backstops and the sidelines and the sidestops should be 2 meters.

For recreation and club play, the minimum distance between the baselines and the backstops should be 1 m and the minimum distance between the sidelines and the sidestops should be 1 m.

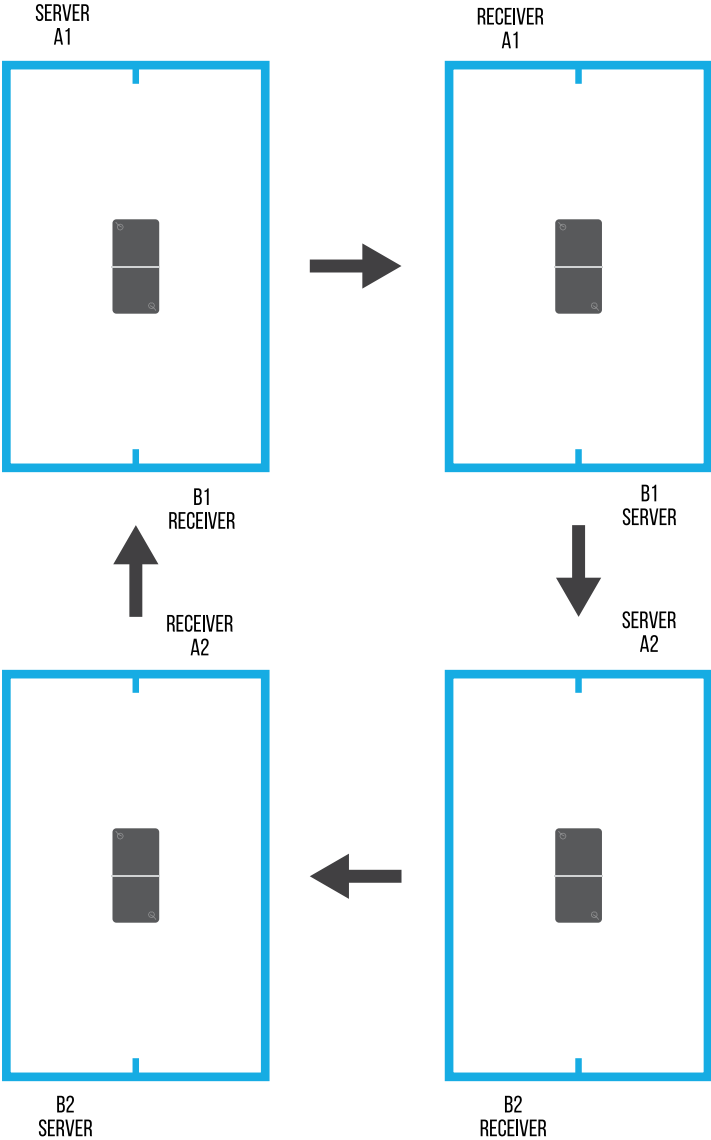
The minimum height measured at the net from the court surface to the ceiling should be 5 m.

APPENDIX D: FINAL GAME – ALTERNATION OF THE SERVE

Doubles:



Singles:



TEQIS
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